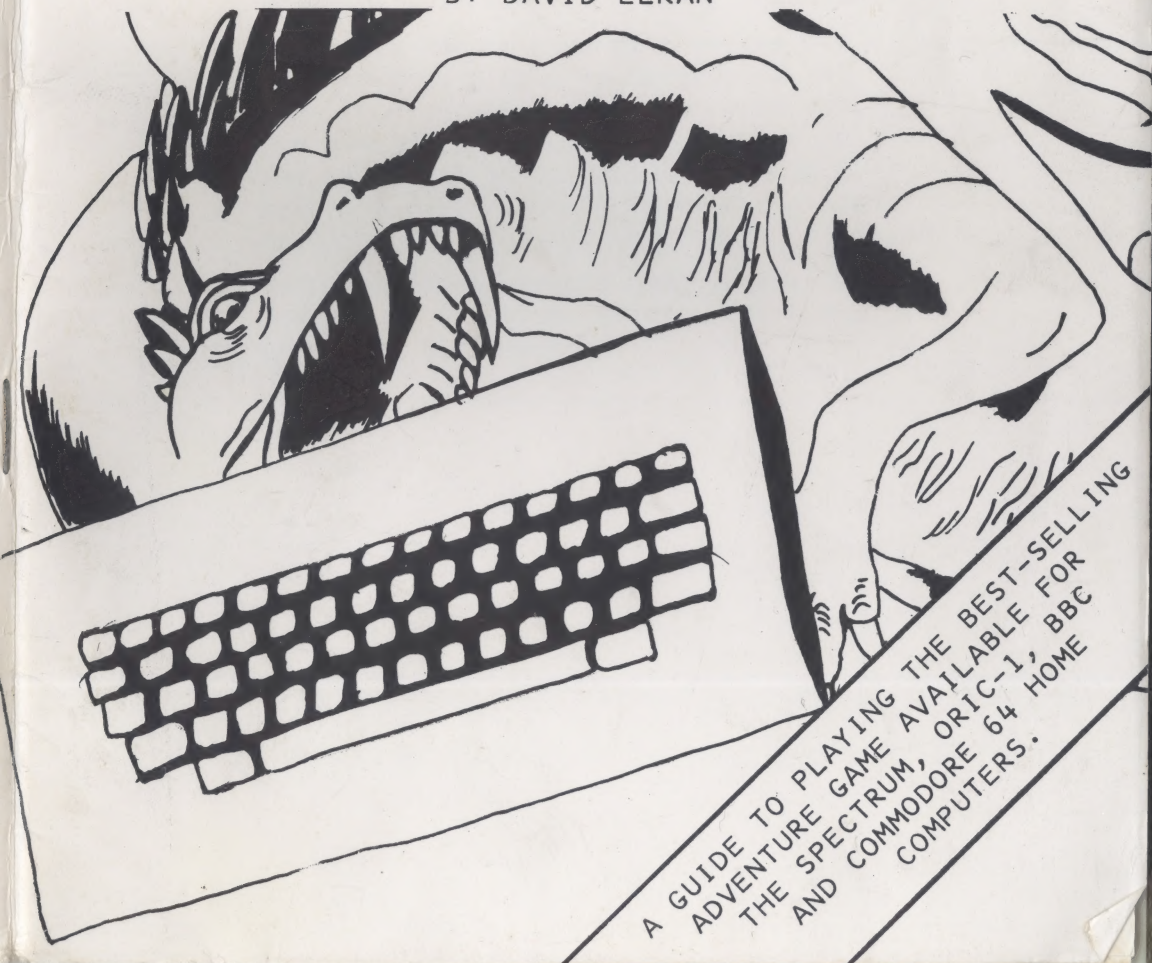


# PLAYING THE hobbit

BY DAVID ELKAN



A GUIDE TO PLAYING THE BEST-SELLING  
ADVENTURE GAME AVAILABLE FOR  
THE SPECTRUM, ORIC-1, BBC  
AND COMMODORE 64 HOME  
COMPUTERS.



## PLAYING THE HOBBIT

This guide is designed to help you to play and solve "The Hobbit" - one of the most popular and most sophisticated adventure games currently available for a home computer.

All major locations are listed, together with hints on play and help in overcoming the main problems set by many locations.

The guide can be used as a source of reference as a help in developing an individual strategy, or a help in solving the game using the route suggested. No two games are alike, and this guide will help the adventurer to learn and discover more about the game each time it is played.

"The Hobbit" adventure game is available for the ZX Spectrum, Oric-1, BBC B and Commodore 64 computers.



# PLAYING THE HOBBIT

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## CONTENTS

### PART A:

How to use this guide	page 5
-----------------------	--------

### PART B:

The game's locations:	7
SECTION 1: Setting out	8
SECTION 2: The misty mountains	11
SECTION 3: Beorn's house	13
SECTION 4: The goblins' caves	17
Hints on this section	
Using the magic ring	
Thorin	
Routes through the caves	
SECTION 5: The elvenking's halls	22
SECTION 6: Long Lake	26
SECTION 7: The desolation of Smaug	27

### PART C:

Suggested route	31
Index to locations	33

# CONTENTS

32	Index to locations
31	Suggested routes
30	PART C:
29	SECTION 1: The destruction of Samsu
28	SECTION 2: Long Lake
27	SECTION 3: The riverbank's walls
26	houses through the caves
25	Tactics
24	Using the angle ring
23	It is on this section
22	SECTION 4: The gophers' caves
21	SECTION 5: Samsu's house
20	SECTION 6: The misty mountain's island (a)
19	SECTION 7: Dating out
18	The game's locations
17	PART B:
16	How to use this guide
15	PART A:
14	How to use this guide
13	INDEX FIRST
12	and back



PART A:           HOW TO USE THIS GUIDE

Before attempting to solve the game, get used to the way in which the game works - accustom yourself to the rules of ENGLISH and the way in which commands are entered and information presented.

While playing, don't always take the other characters too seriously. Most of their actions and comments are at random, although certain actions within the program will trigger a certain response from a particular character. Gandalf, certainly, is not the all wise wizard described in Tolkein's novel - as far as the program is concerned he is just "another character" with his own list of phrases and whose movements are mainly random. Following Gandalf is of little use. Thorin, too, can be dispensed with half way through the game as his main use is in escaping from the goblins' dungeon. Do not, however, make the mistake of trying to kill either Gandalf or Thorin as both are far stronger than you.

Due to the randomness of much of the game, in particular the movements of the characters, it has been impossible to compile a "list of moves" which can be entered to solve the game from start to finish. Instead, a suggested route has been listed at the back of the book which will, in most cases, allow you to complete the game. It is possible to "solve" the adventure having only mastered around 50% of the game. The suggested route takes in just over 60%, but most other locations are detailed so that you can develop your own routes and strategies, while improving your score.

The locations section of the book can be used as a source of reference, each location being referred to as and when problems arise or routes must be chosen. This section is divided into seven sections, each detailing a particular section of the game.

PART A: HOW TO USE THIS GUIDE

Before attempting to solve the game, get used to the way in which the game works - discover yourself to the rules of the game and the way in which commands are entered and information presented.

While playing, don't always take the other characters too seriously. Most of their actions and comments are at random, although certain actions within the program will trigger a certain response from a particular character. Similarly, certainly, is not the all wise wizard who lives in Tolkien's house - as far as the program is concerned he is just another character. With his own list of choices and whose movements are mainly random. Following himself is off-limits. That's too, can be dispensed with half way through the game. The main use is in escaping from the godlike dungeon. Do not, however, make the mistake of trying to kill either himself or Thorin as both are far stronger than you.

As to the randomness of much of the game, in particular the movements of the characters, it has been impossible to compile a "list of moves" which can be entered to solve the game from start to finish. Instead, a suggested route has been listed at the back of the book which will, in most cases, allow you to complete the game. It is possible to "cheat" the adventure having only mastered a small part of the game. The suggested route takes in just over 100, but other routes are detailed so that you can develop your own routes and strategies, while enjoying your victory.

The last part of the book can be used as a source of information. Each location being referred to as and when mentioned within the game must be chosen. This section is divided into two sections, each detailing a particular section of the game.



PART B: THE GAME'S LOCATIONS

Locations are described as follows:

location  
number

"location name, usually the description  
given on first visiting the location"

Any notes on the location.

-INSTRUCTIONS TO BE ENTERED

DIRECTIONS:

Other locations reached by going in  
listed directions.

SECTION 1: SETTING OUT

1:1 "a comfortable tunnel like hall"

This is Bilbo's house and the starting place of your adventure. The wooden chest here is the one into which you must place the Dragon's treasure to complete the game.

Begin by entering:

-OPEN CHEST

Gandalf will almost certainly now open the round green door. If you wish to keep the curious map which he has given to you, immediately enter:

-EAST

You will then go through the round green door to the lonelands (1:2).

If you wait and Gandalf himself goes east you may meet him again and be subjected to one of his curious habits - a tendency to take the curious map, examine it, ask you what it is and finally return it to you having wasted much of your time.

DIRECTIONS:

EAST - "a gloomy empty land with dreary hills ahead" (through round green door); 1:2

1:2 "a gloomy empty land with dreary hills ahead"

DIRECTIONS:

EAST - "the trolls clearing"; 1:3

NORTH - "the trolls clearing"; 1:3

NORTHEAST - "a hidden path with trolls footprints"  
; 1:4

WEST - "a comfortable tunnel like hall" (through round green door); 1:2



## 1:3 "the trolls clearing"

The less than friendly greeting the trolls give you here should alert you to their danger - you should leave immediately.

The Hideous Troll, however, is carrying the large key which you will need to help you continue the game. HELP provides a clue as to how you can take the key - "WAIT FOR THE NEW DAY DAWNING."

Consulting the novel at this stage reveals that trolls turn to stone during daylight, so you must leave and return once day has dawned.

To do this enter:

-NORTH ; Leave

-WAIT ; Repeat this command until day dawns.

-SOUTH ; Return to the clearing

-TAKE KEY ; Now that the trolls are stone

## DIRECTIONS:

SOUTHWEST - "a gloomy empty land with dreary hills ahead"; 1:2

SOUTHEAST - "Rivendell"; 1:6

NORTH - "a hidden path with trolls footprints"; 1:4

## 1:4 "a hidden path with trolls footprints"

North of here is the rock door, but no apparent means of opening it. HELP gives the clue "A TROLLS DOOR NEEDS A TROLLS KEY.", the key needed being the large key to be found in the trolls clearing. Once you have this key, enter:

-UNLOCK DOOR

-OPEN DOOR

## DIRECTIONS:

SOUTH - "the trolls clearing"; 1:3

NORTH - "the trolls cave" (through heavy rock door)  
; 1:5

1:5 "the trolls cave"

Here you will find the short strong sword and the rope. To take both enter:

-TAKE ALL

DIRECTIONS:

SOUTH - "a hidden path with trolls footprints"  
(through heavy rock door); 1:4

1:6 "Rivendell"

This is Elrond's home and he is usually to be found here. HELP gives the message "ELVES ARE GOOD AT READING SYMBOLS.", so Elrond will read the curious map. Enter:

-SAY TO ELROND "READ MAP"

Elrond will reply with one of several messages, which change from game to game. These include:

"Go east from long lake to get to lake town"

"Go east from the forest gate to get to the bewitched gloomy place"

"Go north from Beorns house to get to the great river"

"Go east from the misty mountain to get to a narrow place"

"Go west from the treeless opening to get to outside goblins gate"

You will also receive some lunch:

-WAIT ; Repeat this command until Elrond gives some lunch to you

DIRECTIONS:

EAST - "a hard dangerous path in the misty mountains"; 2:1

WEST - "the trolls clearing"; 1:3



SECTION 2:      THE MISTY MOUNTAINS

## 2:1    "a hard dangerous path in the misty mountains"

The paths in this area are designed to confuse and should you not follow a definite route you may simply go around in circles, soon becoming lost. For this reason not all the locations in this area are detailed, but to retrieve the golden key hidden in the mountains follow the route below:

- NORTH
- NORTHEAST
- NORTH
- NORTH
- SOUTHEAST
- DOWN
- DOWN
- DOWN
- DOWN
- EAST
- TAKE KEY ; The golden key
- UP
- WEST
- NORTH ; Back onto the hard dangerous path

## DIRECTIONS:

WEST - "Rivendell"; 1:6

NORTH - "a narrow path"

EAST - "a narrow place with a dreadful drop into  
a dim valley"; 2:2

SOUTH - "a narrow path"

## 2:2    "a narrow place with a dreadful drop into a dim valley"

## DIRECTIONS:

EAST - "a narrow dangerous path"; 2:3

WEST - "a hard dangerous path in the misty  
mountains"; 2:1

NORTH - "a large dry cave which is quite  
comfortable"; 2:4

2:3 "a narrow dangerous path"

DIRECTIONS:

EAST - "Beorns house"; 3:1

WEST - "a narrow place with a dreadful drop into  
a dim valley"; 2:2

2:4 "a large dry cave which is quite comfortable"

This cave in fact acts as a short cut into the goblins' caves. Waiting here reveals that a small insignificant crack is regularly opened, a goblin steps out (and probably captures you!), then returns, closing the crack before repeating the whole process. This entry can be used and is often useful as a quick route to the goblins' dungeon (see section 4).

DIRECTIONS:

SOUTH - "a narrow place with a dreadful drop into  
a dim valley"; 2:2



SECTION 3: BEORN'S HOUSE

## 3:1 "Beorns house"

Here, if not already open, a curtain conceals a cupboard in which some food can be found.

Enter:

-OPEN ; Do this 0,1 or 2 times until the cupboard is open

-TAKE FOOD

DIRECTIONS:

NORTHEAST - "the gate to mirkwood"; 3:7

NORTHWEST - "outside goblins gate"; 3:2

SOUTH - "the forest road"; 3:3

SOUTHWEST - "a narrow dangerous path"; 2:3

NORTH - "the great river"; 3:10

## 3:2 "outside goblins gate"

The goblins' back door leads down into the goblins' caves (see section 4). To open it enter:

-OPEN

DIRECTIONS:

EAST - "the treeless opening"; 3:13

DOWN - "inside the goblins gate" (through back door); 4:1

## 3:3 "the forest road"

From here you enter an area to be avoided, inhabited by creatures with pale bulbous eyes who will follow and kill you. To remain safe, return north.

DIRECTIONS:

EAST - "the forest road"; 3:4

NORTH - "the gate to mirkwood"; 3:7

3:4 "the forest road"

DIRECTIONS:

EAST - "the forest"; 3:5

WEST - "the forest road"; 3:3

3:5 "the forest"

DIRECTIONS:

EAST - "the waterfall"; 3:6

WEST - "the forest road"; 3:4

3:6 "the waterfall"

DIRECTIONS:

SOUTH - "the running river"; 3:14

WEST - "the forest"; 3:5

3:7 "the gate to mirkwood"

DIRECTIONS are usually as follows but may vary:

WEST - "Beorns house"; 3:1

SOUTH - "the forest road"; 3:3

EAST - "the bewitched gloomy place"; 3:8

3:8 "the bewitched gloomy place"

DIRECTIONS:

WEST - "the gate to mirkwood"; 3:7

EAST - "the west bank of a black river"; 3:9

3:9 "the west bank of a black river"

Here you must cross the river to continue. Swimming is of no use, as you will fall asleep in the mysterious waters and drown, but consulting the novel tells of how Bilbo used a boat.

You too must follow this course of action, confirmed by using HELP ("BOATS CAN HELP. LOOK CAREFULLY!").



No boat is visible, but enter:

- THROW ROPE ACROSS ; Repeat until the rope lands  
in the boat on the other  
side of the river
- PULL ROPE ; The boat will glide across
- CLIMB INTO BOAT ; The boat will carry you to  
the other side
- CLIMB OUT ; You are now on the east bank (see 5:1)

If Thorin is with you he can be left here, but you will only be able to complete the journey if you already have the valuable golden ring (see section 4).

DIRECTIONS:

WEST - "the bewitched gloomy place"; 3:8

3:10 "the great river"

DIRECTIONS:

NORTHEAST - "the mountains"; 3:11

SOUTH - "Beorns house"; 3:1

EAST - "the gate to Mirkwood"; 3:7

SOUTHWEST - "a hard dangerous path in the misty mountains"; 2:1

3:11 "the mountains"

DIRECTIONS:

SOUTHWEST - "the great river"; 3:10

SOUTHEAST - "Forestriver"; 3:12

EAST - Trying to enter this place produces the message "THE PLACE IS TOO FULL FOR YOU TO ENTER." (see also 7:9)

3:12 "Forestriver"

To the southeast the fast river can be seen, but do not swim here as you will be swept forcefully against a portcullis and killed.

To view, enter;

-LOOK SOUTHEAST

DIRECTIONS:

NORTH - "the mountains"; 3:11

SOUTHEAST - "Forestriver" (By SWIM - death!)

3:13 "the treeless opening"

DIRECTIONS:

WEST - "outside goblins gate"; 3:2

EAST - "Beorns house"; 3:1

3:14 "the running river"

On the return journey the wood elf should capture you either here or at the waterfall (3:6). If the elf is not here, it is unwise to go west as this leads to the forest where the pale bulbous eyes will greet you...

DIRECTIONS:

NORTH - "the waterfall"; 3:6

WEST - "the forest road"; 3:4

## SECTION 4: THE GOBLINS' CAVES

Hints for playing this section of the game:

The goblins' caves consist of many passages which twist, turn and double back frequently. To help you to move through this area a list of suggested routes are included, but these are only a guide and many different routes can be devised.

Tactically, it is actually beneficial to be captured by a goblin, as a key is hidden in the dungeon which may be of use later. The goblins themselves appear to move in fixed patterns and can easily be killed using the short strong sword, but this is of little use as their numbers do not diminish and by the time you have killed one goblin another may have entered and will capture you. The goblins will, in some cases, have the strength to kill you.

The caves are the home of Gollum, keeper of the magic ring which you must retrieve if your adventure is to succeed. As a warning, it is best not to answer Gollum's riddles unless you are completely confident of your answer. Gollum will strangle you if you give the wrong answer.

If Gollum follows you, repeatedly asking his riddles, his nuisance can be stopped by entering KILL GOLLUM WITH SWORD. This is often the best course of action.

Using the magic ring:

When using the magic ring bear in mind that it has only limited effect, lasting for only a few moves. If you wish to remain invisible it is therefore advisable to enter WEAR RING every three or four moves. While you are wearing the ring, Thorin cannot see you and as a result will not follow you. It is



therefore important not to use the ring until you are safely out of the goblins' caves, otherwise you may find yourself inside the goblins' dungeon without Thorin and with no hope of escape.

Thorin:

Once you leave the goblins' caves Thorin is of little use, being more of a hinderance than a help. To leave him behind once you are out of the goblins' caves, enter:

-WEAR RING

-TAKE SMALL KEY ; Only if Thorin has the key

Continue the game without Thorin.

Routes through the goblins' caves:

It is important to rember that these routes are not foolproof. If you are captured at any stage, leave the goblins' dungeon (see 4:4), and continue using one of the routes from the dark winding passage.

i. Inside the goblins' gate to get the valuable golden ring:

-DOWN

-DOWN ; If there is no goblin here then enter  
WAIT until one appears, then move on

-NORTH

-SOUTHEAST

-EAST

-TAKE RING

ii. The dark winding passage to Beorn's house:

-SOUTHEAST

-DOWN

-WEST

-EAST

-UP ; Goblins' gate - make sure it is open

- EAST
- EAST ; Beorn's house (3:1)

iii. The dark winding passage to get the valuable golden ring:

- SOUTHWEST
- DOWN ; If there is no goblin here then enter  
WAIT until one appears, then move on
- NORTH
- SOUTHEAST
- EAST
- TAKE RING

iv. From the valuable golden ring to Beorn's house:

- NORTH
- SOUTHEAST
- WEST
- NORTH
- DOWN
- SOUTH
- WEST
- EAST
- UP ; Goblins' gate - make sure it is open
- EAST
- EAST ; Beorn's house (3:1)

Locations in the goblins' caves:

4:1 "inside the goblins gate"

This is the main entrance, leading down to the system of caves.

DIRECTIONS:

WEST, NORTH, SOUTH, EAST, SOUTHEAST, SOUTHWEST,  
DOWN, NORTHWEST - all lead to "a big cavern with  
torches along the walls"; 4:2

NORTHEAST - "the dark stuffy passage"

UP - "outside goblins gate" (through goblins'  
back door); 3:2

4:2 "a big cavern with torches along the walls"

DIRECTIONS:

DOWN - "the dark stuffy passage"

NORTHEAST - "the dark winding passage"; 4:3

4:3 "the dark winding passage"

The window here leads through to the dungeon.  
For notes on how to go through, see 4:4.

DIRECTIONS:

SOUTHWEST - "a big cavern with torches along the  
walls"; 4:2

SOUTHEAST - "the dark stuffy passage"

4:4 "the goblins dungeon"

Having been captured, the most obvious course of action is to try to escape. The door and window seem the most likely routes, but the door cannot be opened or smashed and the window is too high to reach. HELP gives the answer - "A WINDOW SHOULD BE NO OBSTACLE TO A THIEF WITH FRIENDS.". You are the thief, a name Bilbo is called by the other characters in The Hobbit, notably Thorin. Before escaping, however, there is a key hidden here which should be retrieved. To do this, enter the following commands:

-DIG SAND ; This will reveal a trap door

-SMASH TRAP DOOR ; This may take a very long time.

Repeat until the door breaks.

-TAKE KEY ; This is the small curious key

Thorin will take the small curious key himself, as it belonged to Thrain, his father.

To leave the dungeon, you must be carried through the window by one of the other characters. This can only be done if you are not carrying too much, so eating the food or lunch that you have will cut down the amount which you have with you.



To leave the dungeon, enter the following:

- WAIT ; This is only needed if no other character is present. Thorin has been used in the list below, but Gandalf can also do the same job. Repeat until a character enters.
- SAY TO THORIN "CARRY ME" ; Repeat until he does so, but make sure that you are not holding too much.
- SAY TO THORIN "OPEN WINDOW" ; Be careful - the window may not be closed and Thorin will not respond.
- SAY TO THORIN "GO THROUGH WINDOW"

Having left the dungeon you will find yourself in the dark winding passage, from where you can continue using one of the routes listed at the beginning of the section.

SECTION 5: THE ELVENKING'S HALLS

5:1 "the east bank of a black river"

DIRECTIONS:

EAST - "the green forest"; 5:2

5:2 "the green forest"

To the northeast is the spider web.

To go through, enter:

-SMASH WEB ; Repeat if needed until the web is broken

-NORTHEAST

DIRECTIONS:

WEST - "the east bank of a black river"; 5:1

NORTHEAST - "a place of black spiders" (through web); 5:3

5:3 "a place of black spiders"

Now you are actually inside the spider web.

To go through, enter:

-SMASH WEB ; Repeat if needed until the web is broken

You should now go through before the web is repaired.

DIRECTIONS (all through web):

EAST - "the deep bog"; Do not enter this location as you will sink into the bog and die.

WEST - "the green forest"; 5:2

NORTH - "an elvish clearing with levelled ground and logs"; 5:5

SOUTH - "a forest of tangled smothering trees"; 5:4

#### 5:4 "a forest of tangled smothering trees"

Again, the only exit is through the spider web.  
To go through, enter:

-SMASH WEB ; Repeat if needed until the web is broken

You should now go through before the web is repaired.

DIRECTIONS (all through web):

NORTH - "a place of black spiders"; 5:3

WEST - "the green forest"; 5:2

#### 5:5 "an elvish clearing with levelled ground and logs"

From here you can go through the magic door, seen to the northeast, but to do so you must have the valuable golden ring. This location is also a good place to leave Thorin, as from now on he will be more of a nuisance than a help. (See notes in section 4).

To go through the door, follow the following instructions:

-WEAR RING

-EXAMINE MAGIC DOOR

-WAIT ; Repeat until the door opens.

-NORTHEAST ; Through the magic door.

DIRECTIONS:

WEST - "the bewitched gloomy place"; 3:8

NORTHEAST - "the elvenkings great halls" (through magic door); 5:6

#### 5:6 "the elvenkings great halls"

The red door to the east leads to the elven dungeon and is regularly opened and closed by the butler. To avoid capture if you intend to



go south, wear the ring before actually moving.  
To go through the magic door, enter the following:

- WEAR RING
- EXAMINE MAGIC DOOR
- WAIT ; Repeat until the magic door opens
- WEST ; Go through door

DIRECTIONS:

- SOUTH - "the cellar where the king keeps his  
barrels of wine"; 5:7
- EAST - "a dark dungeon in the elvenkings halls"  
(through red door); 5:8
- WEST - "an elvish clearing with levelled ground  
and logs" (through magic door); 5:5

5:7 "the cellar where the king keeps his barrels of  
wine"

This location provides a way through to the rest of the adventure, via the trap door. Going through is not an easy task, as below is the fast moving Forestriver in which you cannot swim. Consulting the novel tells of how Bilbo and his partners escaped in a barrel. HELP confirms that you must do this - "TIMING IS CRITICAL. REMEMBER BARRELS FLOAT."

To escape, it is important that the butler does not see you, so remember to enter WEAR RING repeatedly. If, as sometimes happens, you arrive to find the butler dead then this will not work and you may not be able to continue.

To go through the trap door, enter:

- OPEN BARREL ; If no barrel is visible then enter  
WAIT and try again

-DRINK WINE ; This only applies if there is wine in the barrel, producing shome intereshting reshults!

-CLIMB INTO BARREL

-CLOSE BARREL ; There may not be time to enter this

-WAIT ; Repeat until you are thrown onto the banks of long lake. (See section 6).

If the butler sees and captures you at any point, wait to leave the dungeon (5:8), wear the ring and try again. The butler follows a fixed pattern of movement and studying this can provide clues as to the timing of your escape.

#### DIRECTIONS:

NORTH - "the elvenkings great halls"; 5:6

DOWN - "Forestriver" (through trap door)

NORTHEAST - "a dark dungeon in the elvenkings halls" (through red door); 5:8

5:8 "a dark dungeon in the elvenkings halls"

The clue to your escape is given by HELP - "WAIT AROUND AND TIME YOUR EXIT CAREFULLY.". The butler unlocks and opens the door at regular intervals. It is best to be prepared, so when the red door is unlocked, enter WEAR RING before leaving.

-WAIT ; Repeat until the red door is unlocked

-WEAR RING ; Now the red door will be opened

-SOUTHWEST ; To the cellar (see 5:7)

The red door can be unlocked with the red key.

#### DIRECTIONS:

WEST - "the elvenkings great halls" (through red door); 5:6

SOUTHWEST - "the cellar where the king keeps his barrels of wine" (through red door)  
; 5:7

SECTION 6: LONG LAKE

6:1 "long lake"

## DIRECTIONS:

NORTH - "a strong river"; 6:3

EAST - "a wooden town in the middle of long lake"; 6:2

SOUTH - "the waterfall"; 3:6

6:2 "a wooden town in the middle of long lake"

Here you will meet Bard, who is carrying a bow and arrow. These seem ideal for shooting the dragon, but taking them is useless as you will find yourself to be a very poor shot. Bard himself is the key to the final stage of the game. The novel tells us that it is he who shoots the dragon, and in order for you to succeed Bard must travel with you.

Fortunately, Bard moves only as instructed, but will keep moving in the same direction as long as he is able to. For this reason, it is very important to send Bard in the right direction.  
Enter:

-SAY TO BARD "NORTH"

## DIRECTIONS:

NORTH, SOUTH, EAST, WEST - all lead to "long lake"; 6:1

6:3 "a strong river"

On the outward journey Bard will stop here. To continue, you must both go up:

-SAY TO BARD "UP"

## DIRECTIONS:

UP - "a bleak barren land that was once green"; 7:1

SOUTH - "long lake"; 6:1



SECTION 7:     THE DESOLATION OF SMAUG

7:1    "a bleak barren land that was once green"

Bard will stop here on the outward journey.  
From here he must continue north, and will not  
stop again before reaching the dragon's lair.  
Enter:

-SAY TO BARD "NORTH"

DIRECTIONS:

NORTH - "the ruins of the town of dale"; 7:2

DOWN - "a strong river"; 6:3

7:2    "the ruins of the town of dale"

DIRECTIONS:

NORTH - "the front gate of the lonely mountain";

7:3

SOUTH - "a bleak barren land that was once green"  
; 7:1

WEST - "the west side of ravenhill"; 7:8

7:3    "the front gate of the lonely mountain"

If you see the dragon in this area, don't panic!  
The dragon will not attack until you attempt to  
steal its treasure.

DIRECTIONS:

NORTH - "the halls where the dragon sleeps"; 7:4

SOUTH - "the ruins of the town of dale"; 7:2

WEST - "the west side of ravenhill"; 7:8

7:4    "the halls where the dragon sleeps"

This room marks the end of your quest. Here you  
must take the treasure, but as soon as you do so

the dragon becomes a threat. Wearing the magic ring is of no use as the dragon will burn everything in an attempt to kill you. For this reason the dragon must be killed:

-TAKE TREASURE

-WAIT ; Repeat this command until the dragon enters, or not at all if it is already present

-SAY TO BARD "SHOOT DRAGON" ; Bard does his job

Now you have the treasure and must begin the return journey.

DIRECTIONS:

SOUTH - "the front gate of the lonely mountain"  
; 7:3

EAST - "a smooth straight passage"; 7:7

UP - "the lonely mountain"; 7:5

7:5 "the lonely mountain"

DIRECTIONS:

DOWN - "the halls where the dragon sleeps"; 7:4

WEST - "a little steep bay, still and quiet, with an over hanging cliff"; 7:6

SOUTH - "the front gate of the lonely mountain";  
7:3

7:6 "a little steep bay, still and quiet, with an over hanging cliff"

Here HELP returns the clue "WAIT A WHILE.", and, sure enough, having entered WAIT several times a hole appears in the mountain side. This is the side door of the lonely mountain and can be unlocked using the small curious key found in the goblins' dungeon.

To go through:

-WAIT ; Repeat until the door appears

-UNLOCK DOOR

-GO THROUGH DOOR ; Into a smooth straight passage  
(7:7)

DIRECTIONS:

SOUTH - "the west side of ravenhill"; 7:8

NORTH - "the empty place"; 7:9

EAST - "a smooth straight passage" (through side  
door); 7:7

7:7 "a smooth straight passage"

DIRECTIONS:

WEST - "a little steep bay, still and quiet, with  
an over hanging cliff" (through side door)  
; 7:6

EAST - "the halls where the dragon sleeps"; 7:4

7:8 "the west side of ravenhill"

DIRECTIONS:

NORTH - "a little steep bay, still and quiet,  
with an over hanging cliff"; 7:6

SOUTHEAST - "a bleak barren land that was once  
green"; 7:1

EAST - "the front gate of the lonely mountain";  
7:3

7:9 "the empty place"

DIRECTIONS:

SOUTH - "a little steep bay, still and quiet,  
with an over hanging cliff"; 7:6

UP - "the lonely mountain"; 7:5

NORTH - Trying to enter this place produces the  
message "THE PLACE IS TOO FULL FOR YOU  
TO ENTER." (see also 3:11)





## PART C: SUGGESTED ROUTE

The route listed here is intended as a guide to follow between locations, rather than just a "list of moves".

All starred locations (\*) should be referred to in the main text as they contain additional instructions to be carried out.

- \* Start at "a comfortable tunnel like hall"; 1:1
  - EAST - "a gloomy empty land with dreary hills ahead"; 1:2
- \* NORTH - "the trolls clearing"; 1:3
- \* NORTH - "a hidden path with trolls footprints"; 1:4
- \* NORTH - "the trolls cave"; 1:5
  - SOUTH - "a hidden path with trolls footprints"; 1:4
  - SOUTH - "the trolls clearing"; 1:3
- \* SOUTHEAST - "Rivendell"; 1:6
- \* EAST - "a hard dangerous path in the misty mountains"; 2:1
  - EAST - "a narrow place with a dreadful drop into a dim valley"; 2:2
    - EAST - "a narrow dangerous path"; 2:3
- \* EAST - "Beorn's house"; 3:1
- \* NORTHWEST - "outside goblins gate"; 3:2
- \* DOWN - "inside the goblins gate"; 4:1
  - From here read the notes given at the beginning of section 4 and follow the routes through the caves to retrieve the ring, then return to Beorn's house.
- NORTHEAST - "the gate to Mirkwood"; 3:7
- EAST - "the bewitched gloomy place"; 3:8
- \* EAST - "the west bank of a black river"; 3:9
  - From here cross the river (see notes 3:9) and continue at "the east bank of a black river"; 5:1
- \* EAST - "the green forest"; 5:2
- \* NORTHEAST - "a place of black spiders"; 5:3
- \* NORTH - "an elvish clearing with levelled ground and logs"; 5:5
  - Go through the magic door (see notes 5:5) and continue at "the Elvenking's great halls"; 5:6
- \* SOUTH - "the cellar where the king keeps his barrels of wine"; 5:7
  - Go through the trap door inside a barrel (see notes 5:7) and continue at "long lake"; 6:1

- \* EAST - "a wooden town in the middle of long lake"; 6:2  
Here follow the instructions regarding Bard.

NORTH - "long lake"; 6:1

- \* NORTH - "a strong river"; 6:3
- \* UP - "a bleak barren land that was once green"; 7:1  
NORTH - "the ruins of the town of dale"; 7:2
- \* NORTH - "the front gate of the lonely mountain"; 7:3
- \* NORTH - "the halls where the dragon sleeps"; 7:4  
Here the outward journey ends.

To return:

Start at "the halls where the dragon sleeps"; 7:4

SOUTH - "the front gate of the lonely mountain"; 7:3

WEST - "the west side of ravenhill"; 7:8

SOUTHEAST - "a bleak barren land that was once green"; 7:1

DOWN - "a strong river"; 6:3

SOUTH - "long lake"; 6:1

- \* SOUTH - "the waterfall"; 3:6

Here the return journey hinges upon whether or not you are captured by the wood elf. Wait until the wood elf appears and you will be captured.

Continue from "a dark dungeon in the elvenkings halls"; 5:8. To escape, see notes 5:8.

- \* WEST - "the elvenkings great halls"; 5:6

Go through the magic door (see notes 5:6) to "an elvish clearing with levelled ground and logs"; 5:5

WEST - "the bewitched gloomy place"; 3:8

WEST - "the gate to mirkwood"; 3:7

WEST - "Beorns house"; 3:1

NORTH - "the great river"; 3:10

SOUTHWEST - "a hard dangerous path in the misty mountains"; 2:1

WEST - "Rivendell"; 1:6

WEST - "the trolls clearing"; 1:3

SOUTHWEST - "a gloomy empty land with dreary hills ahead"; 1:2

WEST - "a comfortable tunnel like hall"; 1:1

SCORE - Gives your final percentage.

PUT TREASURE IN CHEST - well done!



# INDEX TO LOCATIONS

"Beorns house"	3:1
"the bewitched gloomy place"	3:8
"a big cavern with torches along the walls"	4:2
"a bleak barren land that was once green"	7:1
"the cellar where the king keeps his barrels of wine"	5:7
"a comfortable tunnel like hall"	1:1
"a dark dungeon in the elvenkings halls"	5:8
"the dark winding passage"	4:3
"the east bank of a black river"	5:1
"the elvenkings great halls"	5:6
"an elvish clearing with levelled ground and logs"	5:5
"the empty place"	7:9
"the forest"	3:5
"a forest of tangled smothering trees"	5:4
"the forest road"	3:3
"the forest road"	3:4
"Forestriver"	3:12
"the front gate of the lonely mountain"	7:3
"the gate to mirkwood"	3:7
"a gloomy empty land with dreary hills ahead"	1:2
"the goblins dungeon"	4:4
"the great river"	3:10
"the green forest"	5:2
"the halls where the dragon sleeps"	7:4
"a hard dangerous path in the misty mountains"	2:1
"a hidden path with trolls footprints"	1:4
"inside the goblins gate"	4:1
"a large dry cave which is quite comfortable"	2:4
"a little steep bay, still and quiet, with an over hanging cliff"	7:6
"the lonely mountain"	7:5
"long lake"	6:1

"the mountains"	3:11
"a narrow dangerous path"	2:3
"a narrow place with a dreadful drop into a dim valley"	2:2
"outside goblins gate"	3:2
"a place of black spiders"	5:3
"Rivendell"	1:6
"the ruins of the town of dale"	7:2
"the running river"	3:14
"a smooth straight passage"	7:7
"a strong river"	6:3
"the treeless opening"	3:13
"the trolls cave"	1:5
"the trolls clearing"	1:3
"the waterfall"	3:6
"the west bank of a black river"	3:9
"the west side of ravenhill"	7:8
"a wooden town in the middle of long lake"	6:2

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PLAYING THE HOBBIT - A GUIDE TO THE ADVENTURE GAME D. ELKAN TEMPLESOFT

